

Train Gamers Gazette

A Train Gamers Association, Inc Newsletter

Fall 1995

Volume 2 Number 3

RailCon '95 After-Action Report

Joint Venture Agreements

1856 Review

And Lots More

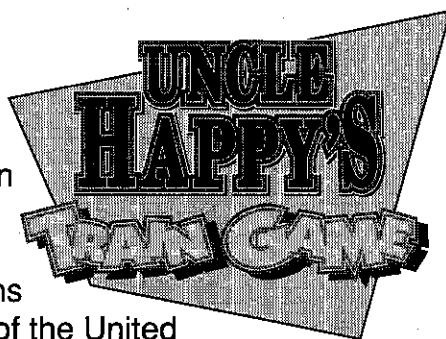


Finally, A Train Game The Whole Family Can Enjoy!

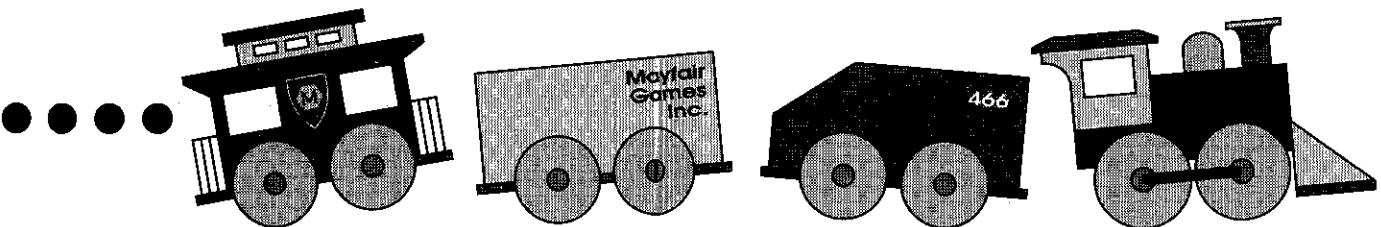


A simplified version of the **Empire Builder®** system, **Uncle Happy's Train Game** is designed with younger children in mind. Instead of feeling left out during family game nights, now children 6 and up can now participate in the excitement.

In this fun and educational game, players use crayons to draw their railroad tracks across a wipe-off board of the United States, transporting goods such as teddy bears, computers and dolls. **Uncle Happy's Train Game** also contains separate rules for advanced play. For 2-6 players, ages 6 to adult.



Look for Uncle Happy's Train Game at your favorite game and hobby store, or send check or money order + shipping and handling (\$2 first item, \$.50 each additional item to Mayfair Games, Inc. 5641 W. Howard St., Niles, IL, 60714. Visa or MasterCard orders call 1-800-432-4376.



Train Gamers Gazette

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Volume 2 Number 3

Feature

- page 3 **RailCon '95 After-Action Report**
Get the scoop on the national train game championships--what events ran, who won and what's in store next year when RailCon hits Lancaster, PA.

Game Insert/Variant

- game insert **Joint Venture Agreements**
An intriguing variant that can be used with any 18xx game.
by Colin Barnhorst and Kristopher Marquardt

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To submit an article or to enter a convention into the Convention section, write to Train Gamers Gazette, P.O. Box 461072, Aurora, CO 80046-1072. For further information on any article appearing in the TGA, call 303-660-7824.

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back issues

The Train Gamers

Association was organized to foster and promote train gaming on both the national and local levels.

We boast of members from Australia, Canada, and the U.S. with many train game designers and manufacturers participating in our organization. Membership benefits include a TGA start, access to the Train Gamers Directory,

information about local TGA gaming clubs forming around the country,

participation in the TGA Train Gamers Ranking System, news on Puffing Billy Tournaments,

reports on RailCon '95 (the national train game convention), and a subscription to the Train Gamers Gazette. Each issue comes with at least one game variant insert.

The following game inserts appeared in the past issues:

- Fall 1994 - 1995 Minor Variant: Winter 1994

- 1995 - Double Variant: Spring 1995; Return to the South Pacific Variant: Arctic 1995; Superstar 1995; Confidential Variant

Members may purchase back issues (if available).

Letter from

the Editor

Dear Readers:

You may have noticed that this issue of the TGG is rather late. That's because this summer has been a full one for the TGA. I, myself, have attended a Puffing Billy Tournament every month since April! And I enjoyed every one--but somehow, I fell behind in all of the clerical work (one wonders how) and I have spent the last few weeks at the end of my official con-

vention season to catch up on paperwork. For those members who joined up at Gen Con or later, rest assured, I haven't forgotten you and you should be receiving a very fat packet in the mail (with this issue, in fact). It has lots of goodies inside--take a special look at the RailCon and Rail Tour '96 fliers.

And if you have any questions, just call,

Heather

Invitation Extended for TGA Playtest Weekend

The TGA is sponsoring a train game playtest weekend to take place October 14-15, 1995 at Kris and Heather's home in Aurora, CO. The purpose of the weekend is to playtest in depth many different train game prototypes in various stages of completion **and** to make detailed comments and suggestions about said games to be returned to the designers/publishers.

A full slate of train games is being offered and while we cannot divulge individual titles, we can tell you that

all types of train game genres will be represented. That includes a very exciting 18xx prototype, as well as, a card game, two Empire Builder style variants and a number of other prototypes. Anyone interested in being a part of this effort should contact Kris or Heather at 303-680-7824 as soon as possible since space is limited to approximately 20 people.

Anyone who chooses to participate need not play all games.

RailCon '95 After-Action Report

Over 70 people from Australia, Canada, Austria, and all parts of the United States attended RailCon '95, the national train game convention, on the weekend of August 25-27 to participate in some of the fiercest train gaming to take place in this country. It was three days of intense competition--no mercy was seen, no quarter was given, yet, the quality of sportsmanship and the high level of expertise did not cease to amaze the convention organizers.

When the dust had settled, Anthony Carver had won the title of National Puffing Billy Champion, Matt Godlewski had walked away with the Masters title, and Ron Kessler had taken the Open Championship title. Eric Verheiden won the Empire Builder International tournament and Todd Vander Pluym took the prize in the 18xx Championship (For individual results and scores, please refer to the tournament results section later in this magazine.).

Each received prize packages that included train art, games, and gift certificates but it was the grand prize won by Anthony that everyone coveted--airfare and hotel accommodations to RailCon '96 donated by Mayfair Games, Inc.

The Saturday evening of the convention, the TGA hosted its annual train game awards and the following people and games won:

Best Train Game of 1993-4: Australia Rails: Designed by Larry Roznai, published by Mayfair Games, Inc

Best Computer Game before 1995: Railroad Tycoon: Designed by Sid Meier, published by Microsoft
Best TGG Game Variant/Insert: 1835 Minor Variant: written by Gary Norton

Train Game Hall of Fame: 1829: Designed by Francis Tresham, published by Hartland Trefoil, Ltd.

While there were some problems with the convention, many of the bugs were ironed out and many suggestions were taken into consideration. As a result of these suggestions, changes to the format of the convention will be made for RailCon '96

First, RailCon will become a four day competition--not just another Puffing Billy Tournament® but the most stringent, challenging train game competition to take place in this country every year. Part of the change in this format will include a new competition called the "Iron Man Competition." The point of this contest is for the participants to participate in every category offered at RailCon '96. The highest combined score in all nine categories wins the competition.

Another big change will be in the format of the competition. The TGA will reduce the levels of participation from three to two. The top level, the one previously known as the Invitational level, will be renamed the Masters level. Only train gamers who have won a sanctioned Puffing Billy Tournament or TGA members who have accrued the required number of TGA points will be allowed to play in this level. All other train gamers are

Rock-Con XXIII Game Fair

November 4-5, 1995

**Rockford Lutheran High School
3411 N. Alpine Rd.
Rockford, IL**

**Info: Rock-Con XXIII Game Schedule
14225 Hansberry Road
Rockton, IL 61072**

Conquest '95

November 10-12

**Sandman Hotel
Vancouver, BC**

Info: Conquest '95

P.O. Box 27274

Collingwood PO

Vancouver, BC

Canada V5R 6A8

604-273-0677

Puffing Billy Conductor:

Mike Massullo

Train Game Guest:

Heather Barnhorst

ShaunCon XI

November 3-5, 1995

Kansas City, MO

Info: ShaunCon XI

P.O. Box 7457

Kansas City, MO 64116

816-455-5020

shauncon@aol.com

Puffing Billy Conductor:

Jay Tummelson

PentaCon XI

November 10-12, 1995

Grand Wayne Center

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invited to attend RailCon '96 and participate in the Open Level. One point about TGA ranking points; the yearly accrual of points will start with RailCon.

There will be no pick-up games allowed at RailCon '96's Puffing Billy Tournament®.

Both the 18xx Championship and the Empire Builder Championship were well received and will remain at RailCon '96 in their general form. The major change will be that each championship will go to a final where the top four to six challengers will go to a final using a randomly determined variant; the winner of that final will be the winner of the championship. Also, all 18xx and Empire Builder heats will be designated with specific games such as 1870 or British Rails--this last change to the format will allow tournament set-up to move more swiftly.

The last and most exciting change is the addition of the Featured Event. Each day of the competition will feature a basic train game. During that slot, only the Featured Event will be played. Then it will go to a semi-final and a final after that. Once the semi-final has started other train game events have been scheduled and all non-qualifiers then participate

in other train games for the day. The train games to be used as Featured Events are Railway Rivals, 1830, and Empire Builder.

While not part of the convention per se, the associated rail tour of Colorado Historic Railroads was a huge success with nearly all the participants declaring their intention of returning for the Rail Tour in 1996. Our professional train guides have agreed to lead a tour through various tourist railways and train museums throughout parts of Maryland and Pennsylvania. The estimated cost will be somewhere between \$600 and \$700. For those people interested in doing some railfanning but who cannot spare the time to take the whole tour, we will be offering a one day pass on Wednesday to the Strasburg Railroad Complex. Tickets will include unlimited rides on the steam engines and to the Museum. The dinner car has been set aside for our use that evening.

The dates set for the tour are August 18-21, 1996 with the RailCon '96 dates being August 22-25, 1996. The Eden Resort and Conference Center of Lancaster, PA will play host to RailCon '96.

The TGA invites all train gamers to participate in the premier train game event of 1996.

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Reviews

1856: A Review

by Dallace Unger

The first question I hear from people when they find out I have 1856 is, "Is it like 1830 or 1835?" The answer is 1830. You begin the game by bidding on and purchasing private companies. There are six ranging in cost from \$20 up to \$100. Like 1830, you can purchase the top company or bid on one of the others. Once all the privates are gone you can open a public companies. And, just like 1830, you get to set the initial par value, and the companies can be open in any order you wish.

At this point 1856 takes its own path. To actually open a company you only need a number of shares to be purchased equal to the value of the next train up for sale. This determination is made at the time the company would operate. So if you have only two shares out and the last two train is purchased before you get a chance to run, you are out of luck. Your starting

money is based on what train is available. Before the first five train becomes available you only get cash from the first five shares sold. That is until you connect to your destination. While fives are for sale you get the money as the shares are purchased. Once sixes become available you get all your capital when the company floats.

Stock and dividend are not the only methods to get money into a company. You can also borrow from the Canadian Government. Each operating round, until the first six train is purchased, you can borrow \$100 from the government. Starting on that round, and every round after that, until you repay the loan, you pay the bank \$10. If there is no money in the company the amount will be taken from the dividends paid. So it is actually possible to pay out a dividends of \$0!

There are twelve public companies in the game, but only eleven may be started by players voluntarily.

continued from page 4

Fort Wayne, IN
Info: NIGA/PentaCon
P.O. Box 11174
Fort Wayne, IN 46856
Note: Tentative PBT

SunQuest '96
January 5-7, 1996
Sheraton Plaza Hotel at the Florida Mall
Orlando, FL
Info: SunQuest Partners
P.O. Box 677069
Orlando, FL 32867-7069
PB Conductors: Darwin and Peter Bromley

Winter War XXIII
February 2-4, 1996
Chancellor Hotel
Champaign, IL
Info: Donald McKinney
986 Pomona Drive
Champaign, IL 61821
Phone: 217-351-9194

Genghis Con XVII
February 1995
Red Lion Hotel Denver
Denver, CO
Info: DGA
P.O. Box 440058
Aurora, CO 80044
303-665-7062
PB Conductor: Heather Barnhorst

Total Confusion X
February 22-25, 1996
Marlboro, MA
Info: Total Confusion

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(Here is where the game resembles 1835.) When the first six train is purchased, all loans must be paid off. If the money is in the company treasury, the company must pay off the loan. If the money is not in the treasury the play may pay the balance out of his hand. And stock can not be sold to cover the cost. Once all the loans that can be paid off have been, all companies that still have loans are converted, at a 2 for 1 rate for shares, into the Canadian Government Railways. If more than ten shares of CGR are needed, then each share is actually only a 5%

interest and not a 10%. And if more than 20 shares are needed, that person gets nothing!

The game itself looks very good. The map is easy to understand, and the color copy on the back of the rule book helps a lot. The tokens are a little boring. All that is printed in the tokens is the initials of the company in a fairly plain font. My one complaint is that several of the tokens "flaked" apart. While a little white glue seems to have fixed them, it was still annoying. Unlike the tokens, the certificates are fancier and more like what I would have expected. The rules

are fairly easy to follow, and I found the charts and tables at the end of the rule book especially helpful.

Overall I would say that 1856 is worth buying, especially if you liked 1830. While it is similar enough to 1830 to give you the feeling you know what is going on, you will soon discover that there are more than enough differences to keep you on your toes.

Dallace Unger is a TGA board member and a fierce train gamer. He is currently running a PBEM Eurorails game on America Online.

Come to a Magic place

**where even your non-gaming family
can have fun on trains.**

While you enjoy a full slate of **Puffing Billy™** tournaments, your non-gaming family can ride the **Big Thunder Mountain Railroad** at Disney's Magic Kingdom, or see Doc Brown's time-travelling hover-locomotive near **Back to the Future** at Universal Studios. All this fun in January 1996, when Florida's attractions are never crowded!

SunQuest '96 will get you out of the snow and into great gaming. Our outstanding hotel rate is **\$62 per night, single or double, and kids under 18 stay free.**

Outside the hotel lobby is Florida's largest shopping center and food court.

Darwin and Peter Bromley host Puffing Billy. Also, there's RPGA™ Network and independent role playing, military and fantasy miniatures, live role playing, collector card games, Mike Carr's 24 Hours of Le Mans™ real-time auto race simulation and more!

Write SunQuest Train Games, PO Box 677069, Orlando, FL 32867-7069. Or send E-mail on GEnie [TREED10], CompuServe [72337,234], America Online [RFarns], or the Internet [RFarns@aol.com] or [72337.234@compuserve.com]. We'll send you our Pre-Registration Booklet, with stuff we don't have room to mention...like our all-you-can-eat Häagen Dazs® ice cream for charity!

**Looking for good gaming in January 1996?
Your quest ends here.**

SunQuest '96

January 5 - 7, 1996 • The Sheraton Plaza Hotel at The Florida Mall • Orlando, Florida

tga ranking results

Following is a list of train gamers who have gained TGA points through participating in Puffing Billy tournaments & around the country. This list is effective as of September 17, 1995 with a few exceptions having not reported in yet. Only TGA members may keep their TGA points. A train gamer who is not a TGA member but who joins the TGA may keep the points they earned from any Puffing Billy tournaments.

George Tertsznyj 19
Anthony E. Carver 15
Jeff Jackson 15
Gordon Waddington 12
Howard Hewlett 11
Dave Lionett 11
Bernard J. Norton 11
Eric Verheiden 10
Mike Massullo 9
John Puddifoot 8
Mark Giddings 7
Matthew W. Godlewski 7
Ron Kessler 7
Mark McFadden 7
Donald J. Bingle 6
Todd Gobbiroch 6
Alasdair J. H. Burton 5
Dean Washburn 5
Carol Ann Burton 4
Chuck Finger 4
Arvin Van Zante 4
Trella Wilhite 4
Ken Bachman 3
Carl Burger 3
Rodney Cross 3
Kristopher Marquardt 3
Thomas Vilfroy 3
Chris Acreman 2
Leng Hyde 2
Anthony Musillo 2
Steven Padgett 2
Bill Perek 2
Bill Short 2
Jon Davis 1
Hech Finkel 1
Chris Hannan 1
Edward Kazzini 1
Rob Mani 1
David Miltion 1
Gary Swanson 1
Thomas Vilfroy 1
Jeremy Vipperman 1
Nathan Wagner Jr. 1
David Webster 1
Wayne W. Williams 1

Puffing Billy

Tournament Results

Ben Con 1995
Lakewood, CO
June 23-25, 1995
Less than 20 participants
Puffing Billy Conductors:
Heather Barnhorst
Kristopher Marquardt
Jay Tummelson
Puffing Billy Champion:
Thomas Vilfroy

Tracks to Telluride:
Thomas Vilfroy
Rail Baron: Chuck Finger
Eurorails: Charlie Johns
Empire Builder:
Chuck Finger
North American Rails:
Thomas Vilfroy
1830: Nathan Wagner
Freight Train:
Heather Barnhorst
Iron Dragon: Clay Bush

Dragon Con 1995
Atlanta, GA
July 13-16, 1995
Less than 20 participants
Puffing Billy Conductors:
Jay Tummelson
Trella Wilhite
Puffing Billy Champion
Jeremy Vipperman (1 pt)--10.243

Rail Baron: Trella Wilhite
Eurorails: Jeremy Vipperman
1830: Jeremy Vipperman
Brit Rails: Trella Wilhite
Santa Fe: Mark Derrick
Nippon Rails:
Jeremy Vipperman
Silverton: George Harris
1856: Jim ???
1870: Jeremy Vipperman
Iron Dragon: Vaughn ???
Empire Builder: Steve Jay

Origins '95
Philadelphia, PA
July 13-16, 1995
194 Participants
Puffing Billy Conductors:
Heather Barnhorst
Kristopher Marquardt
Mark J. Smith
Puffing Billy Champion:
Bernard J. Smith (10 pts)

Jeff Jackson Pts: 12.720
Edward Hewlett Pts: 12.700
Mark Giddings Pts: 12.630
George Tertsznyj Pts: 12.554
Dave Lionett Pts: 12.435
Anthony Carver Pts: 12.122
Ken Bachman Pts: 11.998
Mike Massullo Pts: 11.031
David Webster Pts: 10.995

1830: Mike Massullo
1835: Kevin Karg
1856: Todd Vander Plyum
1870: Todd Vander Plyum
Australian Rails: Mark Giddings
British Rails: Laurel Stokes
Empire Builder: Claas Ehlers
Euro Rails: Laurel Stokes
Express: Tom Stokes
Freight Train: Marvin Birnbaum
Iron Dragon: Bernard Norton
Miscellaneous (Great Western
Railway): Andy Zwick
Nippon Rails: Brian J. Smith
Rail Baron: Mike McGowan
Rails thru the Rockies: Ken
Bachman
Railway Rivals: Bernard Norton
Silverton: Rich Meyer

Winning Puffing Billy Team:
The B.A.D.E. Boys: (Anthony E.
Carver, Dave Lionett, Edward
Hewlett, and Bernard Norton)

Empire Builder International
Heat Winner: Laurel Stokes

convention news

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P.O. Box 604
N. Oxford, MA 01537
508-987-5244

MR. H. Imperial
May 17-19, 1996
Schenectady, NY
Info: Carl Burger
c/o Studio Bridge & Games
1639 Eastern Parkway
Schenectady, NY 12309
518-346-3773
Puffing Billy Conductor:
Carl Burger
The first "Ironman" Puffing
Billy Tournament. Also
includes a straight Puffing
Billy Tournament schedule.

Twin Con 1996
May 25-27, 1996
Thunderbird Hotel &
Convention Center
2201 E. 78th St.
Edmonton, MN

RailCon '96
August 22-25, 1996
Hotel Resort and
Conference Center
Lancaster, PA
Info: TGA
P.O. Box 461072
Aurora, CO 80046-1072
303-759-17824
www.railcon.com
Puffing Billy Conductors:
Heather Barnhorst and
other TGA members

18xx Heat Winner: Todd Vander
Plum

18xx Con (WayneCon)
Colorado Springs, CO
August 4-5, 1995
Less than 20 participants
A special TGA sanction for an
18xx only convention
Puffing Billy Conductor:
Wayne W. Williams
Puffing Billy Champion:
Wayne W. Williams

1830: Bill Stahlman
1830 Coalfields Variant: Clay
Bush
1832: Wayne Williams
1835: Nathan Wagner
1839: Wayne Williams
1850 (Sicily): Craig Good
1850 (Midwest): Gary Norton
1853: Steve Rolston
1856: Richard Edison
1870: Kris Marquardt

Gen Con Game Faire 1995
Milwaukee, WI
August 10-13, 1995
198 participants
Puffing Billy Conductors:
Elaine Wordelmann
Bill Wordelmann
Heather Barnhorst
Mark J. Smith
(and a cast of thousands)
Puffing Billy Champion:
Anthony E. Carver (10 pts)--
12.643

Edward Hewlett 12.630
Dave Lionett 12.426
George Tertsnyj 12.183
Donna Balkan 11.755
Tony Smolek 11.143
Jim Wuerch 10.418
Chris Meyer 9.984
Mark Kauppila 9.191
Stewart Frazier 9.035

Rail Baron: Gerald Leinz
Railway Rivals: Mike Christensen
1830: Martin Croft
1835: Jim Bourdeau
1856: Robin Barbehenni
1870: Dave Lionett

Empire Builder: George Tertsnyj
Australia Rails: Stewart Frazier
British Rails: Buddy Hargis
EuroRails: Buddy Hargis
Iron Dragon: Andrew Joelson
Nippon Rails: Doris Befay
Express: Donna Balkan
Freight Train: Dave Lionett
Rails thru the Rockies: Jeff
Deleon
Silverton: Edward Hewlett
Great Western Railway: Jim
Kindler

RailCon '95
Lakewood Colorado
August 25-27, 1995
70 participants
Puffing Billy Conductors:
Heather Barnhorst
Jay Tummelson
National Invitational
Puffing Billy Champion:
Anthony E. Carver (7 pts)--
National Masters Level
Puffing Billy Champion:
Matt Godlewski
National Open Level
Puffing Billy Champion:
Ron Kessler

1830: Dave Lionett
1835: Ron Kessler
1856: Todd Vander Plum
1870: Colin Barnhorst
Australia Rails: Eric Verheiden
British Rails: Todd Goblirsch
Double Crossing: Donald J.
Bingle
Empire Builder: Thomas Vilfroy
EuroRails: Randy K. Pletzer
Express: Anthony E. Carver
Freight Train: Ken Bachman
Iron Dragon: Ken Ward
North American Rails: Bill
Ingram
Rail Baron: Jeff Jackson
Rails Through the Rockies:
Donald J. Bingle
Railway Rivals: Bill Wordelmann
Santa Fe: Dean Washburn
Silverton: Thomas Vilfroy
Tracks to Telluride: Ron Kessler

1st Place Team: B.A.D.E. Boys III
(Dave Lionett, Anthony E.
Carver, Chris Acreman, and

George Tertysznyj : 27.619 Pnts

Individuals Standings:

Invitational Level: 20 Qualifiers,
21 Playing, Top 7 Players

1st: Anthony E. Carver: 12.625
Pnts (7 PB Pnts)
2nd: Jeff Jackson: 12.511 Pnts (6
PB Pnts)
3rd: Dave Lionett: 12.428 Pnts (5
PB Pnts)
4th: Chuck Finger: 12.427 Pnts (4
PB Pnts)
5th: Gordon Waddington: 12.336
Pnts (3 PB Pnts)
6th: Mark McFadyen: 12.335
Pnts (2 PB Pnts)
7th: George Tertysznyj: 12.323
Pnts (1 PB Pnt)

Masters Level: 7 Qualifiers, 12
Playing, Top 7 Players

1st: Matthew W. Godlewski:
10.712 Pnts (7 PB Pnts)
2nd: Todd Goblirsch: 9.683 Pnts
(6 PB Pnts)
3rd: Dean Washburn: 9.179 Pnts
(5 PB Pnts)
4th: Carol Ann Burton: 8.932
Pnts (4 PB Pnts)
5th: Kristopher L. Marquardt:
8.483 Pnts (3 PB Pnts)
6th: Chris Acreman: 7.944 Pnts
(2 PB Pnts)
7th: Edward Kazzimir: 7.052
Pnts (1 PB Pnt)

Open Level: 11 Qualifier, 28
Playing, Top 7 Players:

1st: Ron Kessler: 13.032 Pnts (7
PB Pnts)
2nd: Donald J. Bingle: 11.814
Pnts (6 PB Pnts)
3rd: Alasdair J. H. Burton: 9.943
Pnts (5 PB Pnts)
4th: Arvin Van Zante: 9.041 Pnts
(4 PB Pnts)
5th: Carl Burger: 8.820 Pnts (3
PB Pnts)
6th: Leigh Hyde: 8.683 Pnts (2
PB Pnts)
7th: David Mitton: 8.472 Pnts (1
PB Pnt)

18xx Heats: Top 3 Players:

Todd Vander Pluym: 9.512 Pnts
Ron Kessler: 9.414 Pnts
Craig Good: 9.109 Pnts

Empire Builder International
Heats: Top 3 Players:

Eric Verheiden: 12.473 Pnts
George Tertysznyj: 12.207 Pnts
Todd Goblirsch: 12.098 Pnts

KinetiCon II
Connecticut
Sept 8-10, 1995
Less than 20 participants
Puffing Billy Conductor:
Dave Lionett
Puffing Billy Champion:
Dave Lionett (1 pt)--12.114

Railway Rivals: Dave Lionett
1830: Dave Lionett
1870/1856: Dave Lionett
Empire Builder: Dave Lionett
Eurorails: Harold Henning
Freight Train: Harold Henning
Tracks to Telluride: Doug Furr

TactiCon '95
Lakewood, CO
September 15-17, 1995
Less than 20 participants
Puffing Billy Conductor:
Colin Barnhorst
Puffing Billy Champion:
Wayne W. Williams

1835: Herb Finkel
Santa Fe: Wayne W. Williams
Iron Dragon: Bill Ingram
Colorado Rail Medley: Bill Nace
1830: Herb Finkel
Railway Rivals:
Michelle Buchanan
Wayne W. Williams
Empire Builder: Sachi Kawata
1870: Wayne W. Williams
Freight Train: Colin Barnhorst
1856: ???

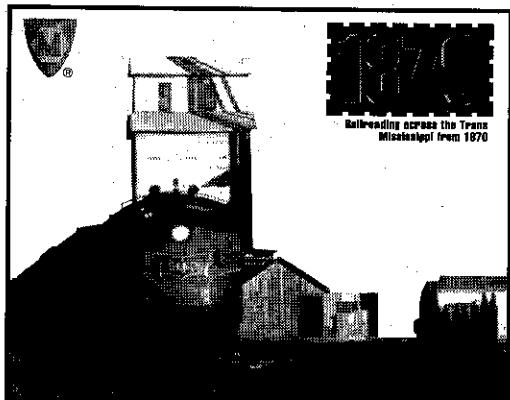
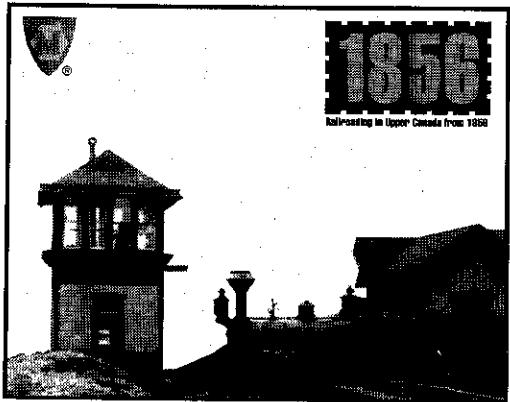
the manifest

KC Lancaster has donated a limited edition, signed print to the TGA to help us with our fund-raising efforts. ALL PROCEEDS GO TO THE TRAIN GAMERS ASSOC. The 8 x 10 inch print is a loving renditon of an American steam engine. An example of KC's work adorns our front cover and was seen on both RailCon '95's preregistration and program booklet covers. The cost for each print is \$10 and the money will go to fill the TGA's meager coffers. As we near the end of the year our bank balance has sunk close to 0. So, help yourself to this unique print and do a little good for the TGA at the same time. If interested, send a check for \$10 made out to the TGA. By the way, these prints make excellent Christmas presents.

Mark J. Smith has announced that he is making the Puffing Billy Tournament reports for Origins '95, Gen Con '95 and RailCon '95 available to the public. Each one comes with binder and is set out in easily understood sections. Each report costs \$5 to cover the costs of printing and mailing. If you are interested, you may contact Mark at:

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Manassas, VA 22110
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